

5TH EDITION DUNGONS & DRAGONS

FORGOTTEN REALMS

# Auroras Whole Realms Summer Catalogue

Purveyors of  
Faerun's Finest  
Merchandise!  
Stock No. 10,912



THIS SUMMER VERSION OF OUR FINE CATALOGUE  
CONTAINS DOZENS OF USEFUL ITEMS FROM  
THE OBSCURE TO THE OBVIOUS.

# Aurora's Whole Realms

## Summer Catalogue

By Ismael Alvarez, Kim Frandsen, and Rodney Sloan

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## Another Word from Our Founder

Greetings fellow travelers!

I have wanted to for some time put out a new catalog. Yet my parsimonious partners tell me that we have too much invested it our current prints to completely re-do our award winning, never-in-stock-because-it-is-so-popular Aurora's Whole Realms Catalog.

Then while traveling along the Sea of Fallen Stars in search of a rare bean that is used in healing draughts, I was struck with a sudden thought. Actually, I was struck with a stone as we were being attacked by pygmies, but the thought I had at the time was "Why don't you publish a smaller quarterly catalog instead silly girl!"

Although the incident with the pygmies was a terrible misunderstanding, the idea for a quarterly catalog was not and it is what you hold in your hand today.

Summer is a time of adventures and beginnings and the telling of stories around a fire at night under the starry skies. As such you will find all sorts of wonderful things in this catalog such as special tents, sandals for swimming like a frog, and even netting that pulls water from the air in the most arid of conditions!

As is always the case, anything in a Whole Realms catalog can be ordered from any of our outlets in cities all across the realms. Deliveries to our warehouses are typically made in the evenings and items ordered that are not readily in stock can be re-stocked within a day or so in most cases. All orders must be paid for upon request of item, otherwise they will not be held for you when the item is restocked.

I look forward to hearing many tales of the adventurers that you have with the items herein!

Until the fall!

Aurora

# Beach Gear

Are you having a day at the beach? Don't forget these essentials, which can only enhance your experience. These indispensable items can mean the difference between fun and feud, so don't ruin your vacation by neglecting these excellent items!

Beach towels provide the perfect protection from the searing sands, while our excellent zinc oxide is just the thing to ward off the sun's burn. All of our products are made especially to maximize your enjoyment of your beach experience!

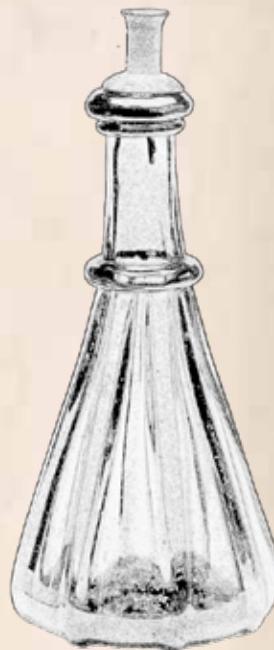
## Dragon Sauce

**Price** 3 cp; **Weight** —

Dragon Sauce is a popular addition to many of the spicier meals that can be found around Toril, but no one seems to know where it originates from. Our version of the Dragon Sauce comes in four different flavors, each prepared with the most exquisite herbs and natural oils that can be found in spice-rich lands like Calimshan, Thay, and elsewhere.

**Red Dragon Sauce** is a fiery concoction, sure to add a severe kick to any meal imaginable. It should absolutely NOT be added in large quantities nor drunk, as severe burns can result in both mouth and throat.

**White Dragon Sauce** is a cooling addition to meals, giving a minty freshness to even the most sour of meals. It is excellent when added to warm drinks, causing



the imbibing to feel a sudden rush as the coolness hits the mouth and wakes anyone who's feeling sleepy.

**Golden Dragon Sauce** adds a rich, creamy texture to any meal, with a sensation not unlike honey

and adds a golden sheen to the meal. Should not be combined with honey or sugar, unless an extremely sweet experience is the objective.

**Brass Dragon Sauce** enhances the naturally existing taste in red meat, and ensures that even the strongest or most flavorful of sauces don't drown out the meats natural taste.

## Fishing Spear

**Price** 7 sp; **Weight** 2 lb.

This spear is made specifically to catch fish. Though a trident could be employed for such purposes, this spear has a head that is a single, barbed point. We have learned the best techniques for spear making, and are willing to pass the benefits on to you. You will be spearfishing like a master in no time!

This item can be used as a spear in combat, but breaks if the d20 roll for an attack is a 1.

## Fire Wine

**Price** see below; **Weight** —

This thick, dark, almost black wine, somewhat reminiscent of a black ooze, is made in the Old Empires and named after the fire it creates in your stomach. Fire wine is an extremely strong and

spicy wine, reputed to have medicinal qualities, and it can often be found mixed with other types of lighter drink (such as the bitter cocoa drink favored in Amn or in the kaeth drinks served in places like Durpar and Ulgarth).

Fire Wine comes in the following sizes: Hand keg (4 sp), Cask (2 gp), Barrel (5 gp). Butt (15 gp), Tun (38 gp)

## Flowery Field

**Price** 8 cp; **Weight** 1 lb.

Water and precipitation in Aunaro-chi is incredibly rare, but when it falls, it nourishes the seeds of the exquisitely beautiful Aunaro-chi Desert Flower. These seeds



only blossom for 24 hours, but in their lifetime they are one of the most beautiful sights possible. These seeds are harvested by the Bedine and can be spread in most climates simply by throwing them across an open area, where they will almost immediately take root and grow into a beautiful

flower field within 24 hours, for you and yours to enjoy. Please note that the flowers only last for 24-36 hours and will crumble away after that time, even within their normal climate.

## Ice Chest

**Price** 9 sp; **Weight** 3 lb.

This chest is specially designed to insulate from heat, and keep any ice within it cold. Other objects can be put into it along with ice to keep it cold. Usually, this is meant to preserve food.

## Magnet Pole

**Price** 6 sp; **Weight** 1 lb.

This item is simple at first glance. It is a stick with a string at the end that is tied to a magnet. The magnet can be moved along the sand to find magnetic metals that may have been buried there. Some do not believe in the power of magnets, and instead use charms or special stones that act as dowsing devices.

## Moonshaene

**Price** see below; **Weight** —

Moonshaene is an alcoholic beverage native to the Moonshae islands, where it is brewed by druids using the waters from their sacred moonwells. While the rest of the procedure for

creating this potent drink is unknown, the druids of the islands have agreed to part with a small amount of this drink, which we now present to you.

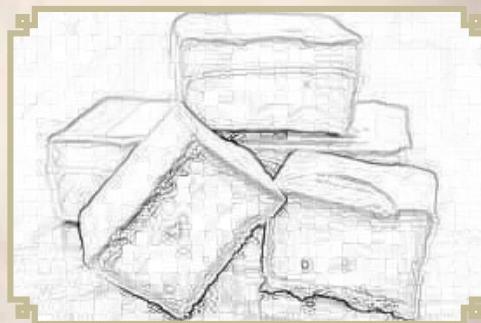
Moonshaene has a particularly clear taste, almost watery in feel, but with a slight and pleasant tinge of herbs in the aftertaste, with a hint of vanilla.

Moonshaene comes in the following sizes: Hand keg (3 cp), Cask (10 sp), Barrel (4 gp), Butt (10 gp), Tun (30 gp)

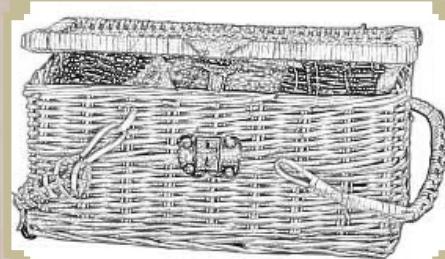
## Nymph Soap

**Price** 8 cp; **Weight** —

Nymph Soap is in many ways similar to normal soap, in that it is used to clean both garments and bodies. However, normal soap tends to foul the waters in which it has been used, but Nymph Soap disappears into the surrounding waters within 24 hours, leaving no sign nor taste of the soap itself. In fact, due to the herbs involved in making Nymph Soap,



the plants living near the water in which the soap is used are often found to grow stronger and faster than would normally be expected. Nymph Soap smells faintly of lilacs or lilies, depending on the ingredients chosen.



## Picnic Basket

**Price** 2 sp; **Weight** 2 lb.

This picnic basket is woven from the finest Mulhorandi reeds, giving it exceptional strength compared to most of its counterparts. Within it you can haul up to 5 pounds of food or beverages

The basket also comes with a free blanket in the classic white and red checker pattern, so that you can experience the “perfect” picnic.

**Aurora’s Note:** We recommend that any buyers of this product also consider purchasing mosquito spray, to keep away any unwanted insects. For a truly idyllic experience, we suggest picking up

flowery field seeds too.

## Portable Grill

**Price** 1 gp; **Weight** 5 lb.

This small metal brazier is made for grilling! Fill it with wood or coal, and place the special grilling surface over it. You now have one of the best grilling devices that Faerûn has ever seen! Just make sure that you have the captain’s permission to fire up this bad boy, or better yet, use it on land after you have scored that big catch!

**Aurora’s Note:** It is not advised that you operate the portable grill on a wooden ship of any size. We are not responsible to damage or destruction of any wooden vessel caused by our portable grill.

## Rain in a Bucket

**Price** 3 sp; **Weight** 2 lbs.

The rain in a bucket is a handy invention for those who like a refreshing wash or drizzle on a warm day. Simply hang this simple device from the nearest tree or other tall space, and fill the 5 gallon container with water. A handle on the side of the bucket will allow you to open the pre-drilled holes (that have been covered with a convenient metal plate to ensure that the water or fluid stays in the bucket), and water will then proceed to fall at the speed you indicate. To stop the water

simply let go of the handle.

**Aurora's Note:** We recommend that any of our customers who use this particular device also use nymph's soap for maximum cleanliness, and that they set up a privacy screen to prevent prying eyes.

and provide plenty of time for getting a warning to the (supposedly) resting army. It also provides the sentry with better camouflage than could be given on the ground, by sheer novelty of most creatures not bothering to look up.

## Towel

**Price** see below; **Weight** —

This fabric square is made to wick away moisture. This multi purpose item can be used for many purposes, including improvised clothing. Comes in three different sizes: hand, bath, and beach. If you order by catalogue, please specify thread count and color. We invite you to come to one of our many locations to see the available offerings. Ask about our monogram service, offered upon request! Towels come in the following sizes: Hand (2 cp), Bath (2 sp), Beach (5 sp)

## Underdark Swimwear

**Price** 50 gp; **Weight** 2 lb.

Favored by drow, duergar, and other Underdark dwellers, the Underdark swimwear is a bodysuit created from the tiny scales of several types of fish native to that sunless region. Fully form fitting, each suit must be customized to the owner (included in the base price), and it covers the owner from the ankles to the neck, protecting the body from sunlight for those rare Underdark dwellers who would enjoy a trip to the sunlit shores of the Lands Above. Other people have found a use for the Underdark Swimwear as well, particularly when visiting particularly sun blasted lands such as those of the Old Empires.

## Tree Seat

**Price** 15 gp; **Weight** 10 lb.

The tree seat is most often used by bird-enthusiasts for watching from unobtrusive locations, and provides the viewer with a raised platform from which to observe the goings-on around the tree. However, it is also commonly used by armies, specifically by sentries, who can use the raised platform to observe far afield

Owners should be warned that despite the scaly and shiny appearance of the Underdark swimwear, it does not provide any protection against other types of fluid, and is no protection against things like acid and poison.

## Zinc Oxide

**Price** 5 sp; **Weight** 1/2 lb.

This chemical is harmless to the skin, and can protect from the sun's rays. Zinc oxide's uses are many, and its unique properties make it a must in every sundry kit, every artist's array, and every alchemist's lab. For those conscious of aesthetics, we offer a variety of colors (harmlessly colored by hedge wizards) to match any requests for an extra 2 sp. Check for availability.



## Beach Gear

Item	Cost	Weight
Basket	5 cp	1/2 lb.
Dragon Sauce	3 gp	—
Fire Wine	—	—
Hand Keg	4 sp	—
Cask	2 gp	—
Barrel	5 gp	—
Butt	15 gp	—
Tun	38 gp	—
Flowery Field	8 cp	1 lb.
Fishing Spear	7 sp	2 lb.
Ice Chest	9 sp	3 lb.
Magnet Pole	6 sp	1 lb.
Moonshaene	—	—
Hand Keg	3 cp	—
Cask	10 sp	—
Barrel	4 gp	—
Butt	10 gp	—
Tun	30 gp	—
Mosquito Spray	2 sp	1 lb.
Nymph Soap	8 cp	—
Picnic Basket	2 sp	2 lb.
Portable Grill	1 gp	5 lb.
Towel	—	—
Hand	5 cp	1/10 lb.
Bath	2 sp	1/5 lb.
Beach	5 sp	1/2 lb.
Tree Seat	15 gp	10 lb.
Underdark Swimwear	50 gp	2 lb.
Zinc Oxide	5 sp	1/2 lb.

# Bedroom Furniture

Of course, the boudoir is where many people relax. Why not spend a little extra making it look and feel great so that you can empower your sleep? Here are a number of bedroom items that are sure to improve your mood, and your energy. Your rests are what keep you going, and are as important as the food you eat, or the air you breathe. Improve the effectiveness of your long rests as soon as tonight with our expedited shipping!

**Aurora's Note:** Only available in our major metropolitan locations.

## Armoire

**Price** 15 gp; **Weight** 200 lb.

This beautifully carved chest holds your styles in style! The large and roomy armoire is an excellent piece to accentuate your room. We have many hand crafted models that are each unique to their creators, hailing from our crafting houses in every metropolitan center. An optional pair of

inset mirrors on the inside of each door will ensure that your fashion sense stays sharp.

## Bed (Simple)

**Price** 5 sp; **Weight** 50-100 lb.

Our budget beds are an amazing steal. The mattresses are made in a variety of ways to accommodate all needs. Our beds are guaranteed for comfort, and can be made to your specification. Please note that while feathered mattresses are standard, exotic feathers cost extra.

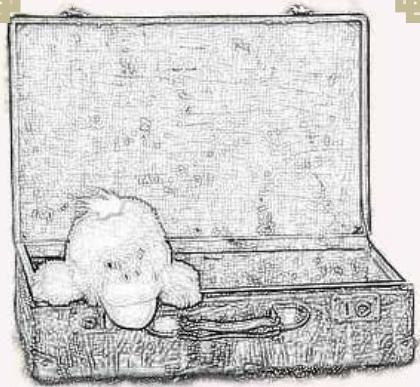
**Aurora's Note:** Exotic feathers are not usually known to be more comfortable. Talk to our sleep experts to find out more! Exotic feathers may increase prices 2 to 10 fold, but less during molting season.



## Foot Locker/Toy Chest

**Price** 1 gp; **Weight** 25 lb.

Though meant for military operations, this wooden foot locker is designed to contain a small collection of belongings that can travel easily. Alternately, this can double as a toy chest to contain toys in a nursery or child's bedroom! For those who like to travel, please consider our extended warranty that will get you a replacement foot locker for half the price! Comes with one lock and two keys. Finally, remember to ask for special mimic proof patterns.



## Four Post Bed

**Price** 15 gp; **Weight** 300 lb.

This fancy bed is for anyone who wants to feel (and sleep) like royalty. Sleep in elegance as you can close the curtains, and even

decorate the inside of the curtains of the upper panel with soothing patterns or even art (not included). Our styles and craftsmanship have been used the world around!



## Folding Screen

**Price** 2 sp; **Weight** 10 lb.

Do you live in a small abode? Do you share living space with others? The folding screen is an essential item to grant privacy and dignity. Divide a room for two or more people, or just keep a space to yourself as the screen helps to preserve your personal space. Our new models are especially



compact when folded, for those who are low on space. These elegant screens are made of wood and dense paper. Ask us about our special designs to give flair to folding screen.

## Wardrobe

**Price** 2 gp; **Weight** 100 lb.

This wardrobe holds clothing, and is less elaborate than the armoire. Simple, economical, and well made, this option is tailor made for businesses like inns that need well made furniture that won't empty coffers. If your concern is quality, our guarantee covers irregularly made wardrobes, and for those who are interested, we offer a 75% warehouse discount on irregular wardrobes!

Aurora's Note: We are not responsible for any harm caused by a dimensional wardrobe malfunction. Please keep children away from wardrobes suspected of being magical in any way.

## Washbasin

**Price** 6 sp; **Weight** 1 lb.

On hot summer nights, having a nice basin with cool water and a wet towel can help keep you cool. This metal lined bowl is made to be a fetching part of your bedroom, while also keeping the water in it nice and cool. The

optional pitcher is a perfect accompaniment that will keep your bedroom functional and fashionable.



## Bedroom Furniture

Item	Cost	Weight
Armoire	15 gp	200 lb.
Armoire: Inset Mirrors	1 gp	10 lb.
Bed (Simple)	5 sp	100 lb.
Foot Locker	9 sp	3 lb.
Four Post Bed	6 sp	1 lb.
Folding Screen	2 sp	0.1 lb.
Wardrobe	2 gp	0.2 lb.
Wash Basin	6 sp	1 lb.
Wash Basin: Pitcher	5 cp	1/2 lb.

# Boating Gear

Whether a day on the lake, or out on the open ocean, boating is an activity that captivates peoples of all nations. Set out on an exciting sea voyage, or fish in tropical waters. Whatever your reason, the sea provides, and so can we!

Please see our full catalogue for an exhaustive list of essential fishing items. Here you will find a good selection for hobbyist fishmongers who want to make the best of their time out on the water, but even a part time fishmonger can benefit from our special fisherman's catalogue, only 1 sp!

## Basket

**Price 5 cp; Weight 1/2 lb.**

Made from thin and strong wicker, this basket is made to hold various sundries, but most especially food. Easily cleaned and stain resistant, these hand-made baskets are both fashionable and functional. It's not a picnic without a basket!

## Boat Safety Kit

**Price 1 gp; Weight 4 lb.**

Feel safe and secure on boats of any size, and on waters of any size! Our time tested safety kit includes a flotation device with reflective coating, a signaling mirror, and rope. Don't be caught out on the waters without this kit! Please inquire about bulk discounts, and child sizes. Our interest is in

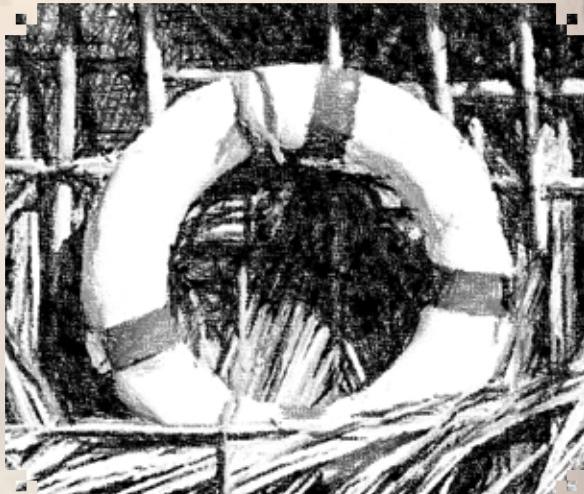
your safety!

Aurora's Note: Items in the boat safety kit are available for purchase separately. Any given item is for sale at 4 sp for each piece. Child-sized flotation devices are discounted to 1 sp.

## Deck Swabbing Kit

**Price 7 sp; Weight 5 lb.**

Our standardized deck swabbing kit is great for mid to large sized sea vessels. Keep your boats



looking pristine with our cleaning tools. You will find specialty mops, buckets, cleaning products, and even scraping tools for the most stubborn of messes. All items have been made and optimized for salty environments, but are perfectly good for fresh water vessels as well! Replacement cleaning supplies are available for 5 copper.

## Fishing Boat

**Price** 50 gp; **Weight** 250 lb.  
This small boat is designed to hold up to three people comfortably, and is made primarily for shallow oceans and lakes. Made from the finest woods dependent on the region, these boats are some of the best in their category. Worry less about your boat, and more about the whopper you are sure to catch! Consider purchasing our warranty for an additional 5 gp, and your boat will be repaired for a small nominal fee at any of our service centers or associated craft guilds. Oars come standard with each purchase, and replacements are 5 sp per pair (oars sold in pairs only).

## Fishmonger's Kit

**Price** 2 sp; **Weight** 3 lb.

What do you do when you catch a fish? Many of you can probably answer that question better than

we can. So in lieu of an answer, please look at our fishmonger's kit! Assembled with the help and input of our expert customer base, we have assembled a kit worthy of a king, but for you, pay the pauper's price! Fishing pole not included.

## Flash-Frozen Fish

**Price** 1 sp; **Weight** 5 lbs.

Flash-freeze Fish can best be described as your fishing trip, in a single easy to carry package. These fish have been imported from the far north, and flash dried in a secret alchemical process that means that while they're no longer responding to outside stimuli, they are not dead either. Should you find yourself on a fishing trip, and nothing is biting, simply throw this cube of fish into the water, and within a few minutes you'll have at least 4 living (and hungry) fish to catch, as they come back to life!

**Aurora's Note:** The alchemists who created this formula has refused to share it, and have warned me that any attempts to try this on mammals have met with failure, and that any one trying to obtain the secret will meet a grisly and untimely end.

## Lantanna Bellows

**Price** 10,000 gp; **Weight** 500 lbs.

The Lantanna bellows is a gigantic coal powered brass and copper contraption, designed to be installed on sailing vessels and nailed down securely to the decking. The bellows consist of an enormous furnace into which coal is shoveled (consuming 50 pounds of coal per hour), a large funnel that's lead into the hull, underneath the water line, and finally a large set of mechanical bellows on top, that are designed to blow a steady stream of air and steam into the sails of the sailing ship, propelling it along at a steady pace, equivalent to a moderate wind.

Owners should note that the Lantanna bellows do not function when the prevailing wind conditions are moderate or stronger.

## Lantanna Rowboat

**Price** 100 gp; **Speed** 3 mph

The Lantanna rowboat is an ingenious invention from the industrious island of Lantan, and the worshipers of Gond who live there. In essence, the Lantanna rowboat is a standard rowboat, but it comes with a brass and copper statue that's capable of propelling the rowboat by pulling the oars for you! An

ingenious device, it is faster than most rowers, and can keep going, as long as you can provide it with 2 pounds of coal (which can be stowed in a 50 pound hopper) and a litre of water (usually supplied by the water in which the boat is immersed) every hour.

## Mushraft

**Price** 100 gp; **Weight** 20 lbs.

The mushraft is a specially grown and carved mushroom from the depths of the Underdark, where they grow in large groves. Once felled, the mushrooms are carved into the desired shape (in this case a rowboat), and dried in custom-built ovens, where the moisture is then taken out of the mushroom, reducing it to a fifth of its normal size, after which it is brought to the surface world.

Once it comes into contact with a large body of water, it'll absorb several gallons of water, which causes the mushraft to inflate back up to full size, upon which it can be used as a rowboat. After 4 hours however, the Mushraft starts to fall apart and after 8 hours it will be unusable.

It is possible to reuse the Mushraft however, doing so requires a year of drying in desert-like conditions, and it is not recom-

mended to reuse a mushraft if it has been exposed to water for more than 4 hours.

**Aurora's Note:** Oars are not included and must be purchased separately.

## Long Pole

**Price** 9 sp; **Weight** 2 lb.

This specialized fishing pole is meant to be used on large ships, especially when at sea! Its special design means that you can catch especially large fish with its tensile strength and well crafted gripping surface. Catch the big one and be the envy of your peers with this fisherman-preferred fishing tool!

## Magical Signal Flare

**Price** 100 gp; **Weight** 1 lb.

The magical signal flare is an amazing item that can get you out of a fix. Equipped with the ability to produce lights, our signal flare consists of a breakable tube. Once broken, a variety of *dancing lights* will appear, potentially showing off a pre-programmed message. Though nighttime use is recommended for best results, our multi-hued lights can be seen from at least 5 miles away, even in daytime! We hope you never have to use this product, but our flare can get you

out of a tough spot in an emergency!

## Navigation Kit

**Price** 5 gp; **Weight** 1 lb.

Don't get lost at sea! Our navigation kit is perfect for short term sea journeys. Use the included navigation compass and rudimentary astrolabe to navigate the ocean with confidence. Though not ideal for professional or long term voyages, these tools are just enough to keep you from getting stranded out on the open ocean. As an added bonus, all orders come with a complimentary star chart that will help you in your navigation, and is our preferred star chart recommended by our amateur stargazing customers.

**Aurora's Note:** We are unable to provide officially licensed navigation equipment as an agreement with local and international trade guilds.



Please contact your nearest guild for information on pricing and membership.

## Wickerwork Fishtrap

**Price** 5 cp; **Weight** 2 lb.

These fish traps work well when placed in a narrow stream. Although bulky, their lightweight construction makes them a useful item for carrying along on river voyages. Freshly caught fish is always a welcome addition to supplement rations, and the trap can be pegged into the riverbed and left while you go about other business.

### Boating Gear

<b>Item</b>	<b>Cost</b>	<b>Weight</b>
Basket	5 cp	1/2 lb.
Boat Safety Kit	1 gp	4 lb.
Deck Swabbing Kit	7 sp	5 lb.
Fishing Boat	50 gp	200 lb.
Fishmonger's Kit	2 sp	3 lb.
Flash-Frozen Fish	1 sp	5 lb.
Lantanna Bellows	10,000 gp	500 lbs.
Mushraft	100	20 lb.
Long Pole	9 sp	2 lb.
Magical Signal Flare	6 sp	1 lb.
Navigation Kit	5 gp	1 lb.
Wickerwork Fishtrap	5cp	2 lb.

### Waterborne Vehicles

<b>Item</b>	<b>Cost</b>	<b>Speed</b>
Lantanna Rowboat	100 gp	3 mph

# Dry Climate Gear

Whether you are on an expedition, or live among the sand dunes, you are likely to need our excellent products specially made to improve your quality of life!

From handmade riding gear, to sand resistant items, we have partnered with some of the best artisans from the Al Qadim region to bring you the highest quality. Don't wait for an oasis, bring one with our dry climate gear, and conquer the desert in comfort!

## Desert Tent

**Price** 20 gp; **Weight** 40 lb.

When resting in the desert, whether day or night, you will want this sand resistant desert tent. Made to keep you out of the sandy winds, our patented desert tent is the ideal, whether you are outfitting an army for a desert campaign, or just making an expedition to mysterious desert ruins. Don't let the winds ruin your trip, get the desert tent today!

## Exotic Saddle

**Price** 12 sp; **Weight** 20 lb.

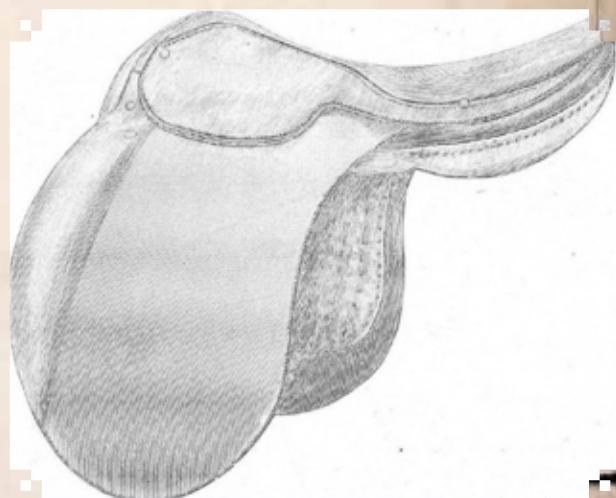
We have a whole line of exotic saddles meant for various creatures. Please ask for our special mount catalog, which covers a range of riding creatures, and our amazing selection of bardings and saddles. For adventurers on the dunes, we offer an amaz-

ing array of saddles for creatures like camels, trained riding gilas, pegasi, and even the legendary winged camel (special order only, add 100 gp).

## Glacier Stones

**Price** 1 sp; **Weight** 1 oz.

Glacier stones come from the region surrounding the eternally frozen regions of the High Ice. There, these small ice cubes are cut and treated with secret alchemical solutions, ensuring



that they never melt. Unfortunately the treatment only works on cubes no bigger than an inch on each side, so practical applications of keeping large rooms cooled for food storage has failed. However, nobles in both Cormyr and Waterdeep have taken to using these stone for cooling their drinks in the summer heat, and now you can too!

Simply place them in a beverage of your choice and watch as over the next few minutes the beverage is cooled to perfection.

**Aurora's Note:** Originally these cubes kept freezing the liquid until it was frozen solid, but later versions have had the treatment slightly altered to prevent this from happening. Should you have a previous version of these, please remove them from the liquid before freezing.

## Obsidian Goggles

**Price** 5 gp; **Weight** —

Set in a brass or alchemically treated steel frame (of the customer's choice), the lenses within the frame are made from millimeter thin sheets of obsidian, cut by expert gem cutters, to be so thin as to let only a minimum of sunlight through, shielding the eyes of the wearer from the harsh

rays of the summer sun.

**Aurora's Note:** These goggles have in recent years become very popular among the drow, as these goggles do not affect their ability to see in the dark. Contrary to popular belief, there are no confirmed reports that this allows the drow to operate unimpeded in sunlight.

## Portable Hammock

**Price** 5 gp; **Weight** 15 lb.

Your scorpion troubles are over!

The portable hammock offers a new folding technology that keeps it compact, and is the best in sleeping technology for regions that have crawly creatures. This sling style sleeping canvas is suspended between two pieces of hinged metal, and is made to prevent scorpion issues of all kinds. The portable hammock is the best way to sleep in comfort and safety. Comes with a sting free guarantee!

## Sand Proof Canteen

**Price** 2 gp; **Weight** 1 lb.

Our sand proof canteen uses new technology to keep your water free of the dust and sand that pervade the desert. We guarantee that your canteen can suffer a dust storm and your water will be



completely clear and drinkable.

As long as you use the proprietary lid, you will drink no sand from this amazing canteen.

**Aurora's Note:** We do not recommend leaving a canteen in a dust storm, as there is no guarantee you will find it. We are not responsible for misuse of the sand proof canteen, such as drinking in an active dust storm, thus causing you to have a dusty drink. Drink responsibly.

## Sand Proof Bag

**Price** 8 gp; **Weight** 5 lb.

As we continue to test new and cutting edge technology, you benefit from our terrific discoveries! The sand proof saddle bag will keep your valuables clean and in working order, whether you have to stow valuable military gear, or an artifact recovered from the depths of a dusty tomb. Rely on us to help you through the dusty climes.

## Sealed Rations

**Price** 8 sp; **Weight** 2 lb.

Have you ever eaten sand? It is not a pleasant experience. Let us spare you from it! When you purchase our special branded sealed rations, you can bet that you will enjoy every meal grit free. Sealed rations are closed to the world, and last longer and taste better than your typical rations. Our tests have shown that they resist the elements and are an excellent option for your desert treks! As an added bonus, by popular request, our desert branded sealed rations no longer include food that requires water to prepare. Ask for them by name!

**Aurora's Note:** Do not expose your rations to elementals of any kind. We are not responsible for any contamination of your rations that occurs after the rations have been opened.

## Shady Palm Leaf

**Price** 5 cp; **Weight** 1 lb.

The shady palm leaf is not an actual palm leaf, instead it is a paper fan cut into the shape of a palm leaf, and much larger than a normal fan. This is often favored during festivals and rituals, used to show indulgence, like the God-kings of Mulhorand are often imagined, with their servants wafting air to cool the days. The shady palm leaf allows for a steady stream of cooling air, but servant for wafting the fan must be provided by the customer.

## Trekking Pole

**Price** 3 sp; **Weight** 1 lb.

The sands are treacherous, and a tumble on a dune could set back an entire expedition. You will be in good hands with our expertly designed trekking poles. March up a dune with confidence with the trekking pole's leather grip, varnished finish, and "sand catching tip" that gives you maximum stability when you are on a grainy footing.

## "Unbreakable" Canister

**Price** 2 gp; **Weight** 1 lb.

The "unbreakable" canister is a canteen made from steel and has been alchemically treated so that it will never rust from water or

other fluids, though outside influences, such as the infamous rust monsters, may still cause the canister to break. The canister is often used to carry simple water, and is able to contain the same amount of water as your average waterskin, or the contents of a single potion. Storing more than one potion within the canteen could cause serious side effects.

**Aurora's Note:** The "Unbreakable" Canister is NOT unbreakable. It is merely a durable steel canteen, and should hold up better to wear than the typical glass bottles that many potions are bottled in.

## Waterpack

**Price** 3 gp; **Weight** 35 lb.

The waterpack is an oversized waterskin, capable of containing 4 gallons (or 34 pints) of water. It is a waterproof leather bag, contained within a lightweight steel harness,



signed to be carried on the back by a water carrier, and has several leathery tubes attached to the bottom of it, along with a spigot, so that the travel companions of the waterbearer can easily access the water while on the go. This is favored by the various armies across the face of Faerûn who designate one in every 5 men to be the water bearer for the other 4 members, usually assigned to the same squad, as this allows for much better and rapid dispersal of water than if every soldier needed to carry their own waterskin.

**Aurora's Note:** It is not recommended to use any other fluid than water, especially various forms of alcohol, as these tend to stain

the waterproofed leather, causing any subsequent fluids within the waterpack to taste of the previous fluid, and can in some cases cause the waterproofing to be destroyed, and the contents to leak out.

## Wide Brimmed Hat

**Price** 10 sp; **Weight** 1/4 lb.

Keep the suns rays away from your eyes with our stylish wide brimmed hat. Comes in many different configurations and colors, and with a chin-string to keep the winds from stealing your wise investment. Even if you do lose your hat, our replacement policy is very generous, as we sell replacements for damage or loss at 75% of the price. Just keep the proof of purchase!

## Dry Climate Gear

Item	Cost	Weight
Desert Tent	20 gp	40 lb.
Exotic Saddle	12 gp	20 lb.
Glacier Stones	1 sp	1 oz.
Obsidian Goggles	5 gp	—
Portable Hammock	5 gp	15 lb.
Sand Proof Canteen	2 gp	1 lb.
Sand Proof Bag	8 gp	5 lb.
Shady Palm-Leaf	5 cp	1 lb.
Sealed Rations	8 sp	5 lb.
Trekking Pole	8 sp	1 lb.
"Unbreakable" Canister	2 gp	1 lb.
Waterpack	3 gp	35 lbs.
Wide Brimmed Hat	10 sp	1/4 lb.

# Jungle Gear

Nothing is more satisfying than a safari. Exploring the unknown, meeting new peoples, researching exotic creatures; all of these are incredible and unparalleled experiences. Take a look through our safari gear to make sure that you make the most of your safari, whether it is once in a lifetime, or you are a bona fide member of an explorer's club.

Our equipment is made with the help of our own explorer's club, which we generously sponsor, and has given us ample feedback and have personally tested a number of items on this very list. Take it from them when we say that our items are made strong enough to withstand a stegosaurus stomp!

## Hat of Insect Bane

**Price** 4 sp; **Weight** 1/2 lb.

This floppy hat is adorned with a variety of charms, sometimes made of cork. These charms are proven to ward off insects, which are the number one threat in any humid environment. Don't worry about feeling silly, you will be avoiding the dangers of insect bites and jungle diseases! Charms can be made in a variety of styles, including a transparent style for the discerning fashionista. Don't leave your bungalow without this life saving hat!!

**Aurora's Note:** Proof of insect repelling properties are taken from a long term case study done by our experts. Research data can be provided on request. The hat of insect bane is not guaranteed to save lives.

## Insect Netting

**Price** 2 sp; **Weight** 1/8 lb.

This anti-insect netting is made in a variety of shapes to fit your sleeping needs. Whether you are vacationing in a far off port town, or exploring a dense jungle terrain, this netted tent-like enclosure will keep the bug bites away. You shouldn't have to go to bed worrying about itchy sensations and potential diseased insects. Rest easy with our insect netting and have all of the jungle with none of the bugs. For 1 gp, you can buy our special rip resistant version that is harder to rupture, for those of you experiencing insects of unusual size.

## Jungle Clothing

**Price** 6 sp; **Weight** 2 lb.

While we have a variety of

fashions and color selections, we would like to offer you a packaged ensemble of clothing meant to carry you through the jungle heat. Pick and assemble an outfit from our tropical catalogues, or rely on our fashion gurus to arrange an outfit for you! Whether you are worried about style or survival, our jungle clothing is optimized for hot, sweaty environments. Please specify any sizes and preferences, or come in to one of our retail locations to find the right fit for you! We accommodate most races and body types!

## Magnetic Compass

**Price** 2 gp; **Weight** 1/2 lb.

Our custom made, water proof magnetic compass is perfect for any jungle expedition. When the tree line is high, the sun is down or out of sight, and the thick lush vegetation provides little to no landmarks, the compass might be the only thing that can bring you back to civilization. Purchase of our compass comes with a discount ticket to one of our land navigation courses.

## Mosquito Spray

**Price** 2 sp; **Weight** 1 lb.

This glass receptacle, often shaped to resemble a perfume bottle, has a vaporizer at one end,



similar to that used by upper-class nobles everywhere for dispersing perfume onto themselves or into the air. Mosquito spray is designed to ward off flying insects of all kinds, as they find the smell of the spray repulsive.

**Aurora's Note:** Customers should be warned that the fluid within the mosquito spray is based on a troglodyte's smell, and that other creatures may find it equally repulsive if used in large doses.

## Preservation Case

**Price** 10 gp; **Weight** 5 lb.

This case, capable of an airtight seal, is perfect for bringing trophies home! Ask about our optional ice compartment for improved preservation. The next best thing to having a

necromancer with you! We also make models with compartments for smaller biological samples. Bring back rare herbs and plants from the jungles for your research. Just remember to check them in with the travel office before bringing them into a major city!

## Jungle Gear

Item	Cost	Weight
Climbing Boots	5 gp	3 lbs.
Expedition Boots	5 gp	5 lb.
Hat of Insect Bane	4 sp	1/2 lb.
Insect Netting	2 sp	1/8 lb.
Jungle Clothes	6 sp	2 lb.
Magnetic Compass	2 gp	1/2 lb.
Preservation Case	10 gp	5 lb.

## Hoods, Hats, and Helmets

Go out in style with a hat from this wide selection of head gear. This section describes a selection of headgear available throughout the realms.

### Alchemist's Mask

**Price** 2 gp; **Weight** 2 lb.

This beaked mask contains a mixture of herbs and smelling salts which give the wearer advantage on saves against airborne poisons and diseases.



## Coif

**Price** 100 gp; **Weight** 1 lb.  
This beautiful velvet and gold coif is the height of women's fashion in Waterdeep. Tie your hair up stylishly and then fix it in place with the coif to complete any summer dance outfit.

This long veil comes with cords to allow you to attach it to a hat or helmet. When hanging down, it protects you from insects and the harsh sun, and also obscures your identity.

## Executioner's Hood

**Price** 1 cp; **Weight** 1 lb.  
This black hood hides the face of the wearer. Red hoods and ones decorated with skull designs are also common.

## Hood

**Price** 1 cp; **Weight** 1/2 lb.  
A hood is often integrated into another item of clothing, such as a cape, but can also be purchased individually to accentuate an outfit. It can be used to obscure the face or provide protection from the elements.

## Festival Mask

**Price** 1 cp; **Weight** —  
This mask covers most or part of the face and represents a creature or deity important to local celebrations. Festival masks are often made of cheap materials, such as wood, straw, or paper, and are painted in bold colors.

## Hood, Armored

**Price** 1 gp – 40 gp; **Weight** 1/2 lb  
Armored hoods come in many forms, from padded hoods to chain mail coifs. The hood is usually included with a suit of armor, but the item described here, by itself, offers cheap head protection that can be worn under a helmet. Each armored hood has an armor class comparable with the armor of the same name listed in the *Player's Handbook*. If you are wearing an armored hood with an armor class higher than your average armor class, and an attack would hit your head (see *Alternate Rules — Hitting the Head*), compare the attack to the hood's armor class instead. You don't gain any benefit from wear-

## Hair Dye

**Price** 2 cp; **Weight** —  
These dyes come in a variety of colors, from natural tones through to every color of the rainbow. Each color is sold in separately, in a small bottle containing enough for one use.

## Hemp Veil

**Price** 5 cp; **Weight** —

ing an armored hood over other armor, though a hood worn under a helmet might provide more comfort.

## Iron Mask

**Price** 4 gp; **Weight** 6 lb.

An iron mask covers the face and limits the senses. It can be fastened over the head of a Small or Medium creature. While worn, the prisoner has disadvantage on Charisma based checks and on Wisdom (Perception) checks involving sight and hearing. Escaping the iron mask requires a successful DC 22 Dexterity check. Breaking the mask requires a successful DC 22 Strength check. Each iron mask comes with one

key. Without the key, a creature proficient in thieves' tools can pick the iron mask's lock with a successful DC 17 Dexterity check. The iron mask has 17 hit points.

## Jester's Mask

**Price** 5 sp; **Weight** 1/2 lb.

This mask covers a portion of the face and has a comical or ironic design to it, such as a single tear. Many jester's masks include bright tassels and bells.

## Pot Helm

**Price** 10 gp; **Weight** 10 lbs.

The Pot Helm is exactly what it sounds like. Created to function as a helmet and a pot in one, the



helmet comes in the classic shape of the great helm (in some cases known as a sugar loaf helmet) this particular version of the helmet has no padding at all, and comes with 2 separate visors that can be detached. The first is a standard visor with the usual eye slits and breathing holes, but the second visor is solid.

Further, the helmet also has two small hinges at the jawline, allowing for a handle grip to be attached (which also comes with the helmet).

This allows the owner of the helmet to both use it as a helmet, for adventuring and military campaigns OR as a pot for cooking a meal for up to 6 people, allowing a single member of a mercenary or adventuring company to easily carry the utensils needed for feeding his squad, while cutting down on excess weight during marches.

## Reversible Hat

**Price** 4 sp; **Weight** 1/2 lb.

This hat can be flipped inside out, giving you one hat that suits multiple occasions, or works as part of a cunning disguise. When used in conjunction with a disguise kit, you gain a +1 bonus on a single Charisma (Deception) check relating to your disguise. You gain this bonus again after a long rest.

## Summer Scarf

**Price** 2 cp; **Weight** —

Made of linen, silk, or hemp, this light scarf is worn around the neck but can be used to cover the lower part of the face to hide the wearer's identity, or to protect from smoke inhalation or bad air.

## Straw Hat

**Price** 2 cp; **Weight** —

This wide brimmed hat is light-weight and inexpensive, perfect for everyday use.

## This Year's Summer Hat

**Price** 10 gp; **Weight** 1 lb.

This year's summer hat is a fashionable design, very much en vogue with the Waterdhavian crowd, with Halruaan silk artfully and carefully stretched, by master craftsmen, across a frame and core of the finest bamboo from Kara-tur. The combination of silk and bamboo ensures that the hat is both durable, comfortable, AND fashionable at the same time.

This year's summer hat comes in a variety of colors of your choice. Special motifs can be requested at your local store, but this increases cost by 50%.

## Hoods, Hats, and Helmets

Item	Cost	Weight
Alchemist's Mask	2 gp	2 lb.
Coif	100 gp	1 lb.
Executioner's Hood	1 cp	1 lb.
Festival Mask	1 cp	—
Hair Dye	2 cp	—
Hemp Veil	1 cp	—
Hood	1 cp	1/2 lb.
Hood, Armored — Light		
Padded	1 gp	1 1/2 lb.
Leather	2 gp	2 lb.
Studded Leather	9 gp	3 lb.
Hood, Armored — Medium		
Hide	2 gp	2 lb.
Scale mail	10 gp	9 lbs
Hood, Armored — Heavy		
Ring mail	6 gp	8 lb.
Chain mail (coif)	15 gp	11 lb.
Splint	40 gp	12 lb.
Iron Mask	4 gp	6 lb.
Jester's Mask	5 sp	1/2 lb.
Pot Helm	10 gp	10 lbs.
Reversible Hat	4 sp	1/2 lb.
Summer Scarf	2 cp	—
Straw Hat	2 cp	—
This Year's Summer Hat	10 gp	1 lb.

## **Alternate Rules — Hitting the Head**

You can determine where a hit lands on a creature's body in a number of ways:

**Called Shots.** Before taking an attack action, a character declares which part of the target's body they're attempting to hit. They take a -2 penalty on the attack. Difficult to hit areas, like hands or the head, suffer a -4 penalty on the attack instead.

**Hit Locations.** When an attack hits, compare the value on the attack die with the values below to determine where the attack lands:

- 2–4: Left leg
- 5–7: Right leg
- 8–10: Left arm
- 11–13: Right arm
- 14–18: Body
- 19–20: Head

This method simulates the deadliness of a blow to the head, and can be used in conjunction with the “Lingering Injuries” table in chapter 9 of the *Dungeon Master’s Guide*. For added realism, you can swap the “left” and “right” options for a left-handed target.

## Survival Equipment

Don't get caught out in the wilds of Faerûn without our top-quality survival equipment. You'll hardly need to call it "roughing it" if you're well equipped and ready to handle anything the seasons can throw at you.

### Beekeeper's Suit

**Price** 20 gp; **Weight** 20 lbs.

Favored by beekeepers (and mead-brewers such as the northern barbarians) everywhere, this suit prevents bees and other insects from getting into contact with, or stinging, the wearer. It is however extremely cumbersome, causing the wearer to waddle around awkwardly when wearing the suit.

Wearing the suit prevents damage from the natural attacks of creatures of Tiny size, including swarms consisting of Tiny creatures. It does not affect larger creatures or swarms consisting of creatures of larger than Tiny size. Further, it causes the wearer to have disadvantage on all attack rolls and Dexterity-based checks.

### Bitter Blanche

**Price** 100 gp; **Weight** 1 lb.

This foul smelling paste is spread over metal armor then flash-fired to bond it to the armor's surface. The effect is to give the armor a foul taste, which deters biting creatures. Unfortunately, the blanche won't deter their initial

bite. Any creature that deals damage with a bite attack against a creature wearing bitter blanche on their armor must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute and cannot make another bite attack against the armor's wearer until they have recovered from the effects of the poison. One vial of bitter blanche covers one suit of armor and lasts for 3 days once applied.

### Falconhand's Guide to the Flora of Faerûn

**Price** 200 gp; **Weight** 2 lb.

This extensive field guide describes almost every plant found growing in Faerûn. With illustrations of most edible and poisonous specimens, the guid is an invaluable resource to those who forage for their food.

### Glow Stones

**Price** 5 sp; **Weight** —

These small greenish crystals glow faintly when crushed. Although the illumination they provide is dim, glowstone dust spread out in front of you helps



to detect objects in your path, or the lack thereof. When tossed into the wind it can help you detect air currents in the dark, or the stones can be tapped against a hard surface and used as fishing lures for night fishing. One pouch contains 5 stones, which is enough for 5 uses.

### Hawker's Glove

**Price** 5 sp; **Weight** 1 lb.

This thick leather glove — sold individually — protects your arm from an eagle, falcon, hawk, or owl's claws. While wearing a

hawker's glove you have advantage on Wisdom (Animal Handling) checks that involve birds of prey, such as owls, hawks, eagles, vultures, and falcons. The stiff leather of the glove makes it difficult to perform fine movements with the fingers, and so you have disadvantage on Dexterity (Sleight of Hand) checks and cannot perform the somatic component of spells with that hand.

### Machete

**Price** 2 gp; **Weight** 2 lb.

This heavy blade is made for

cutting branches and vines. Few adventurers would ever risk damaging their weapons on such a menial task as cutting a path or clearing a space for camp, and so carry a machete or parang for the job. A machete used in combat deals 1d4 slashing damage and has the finesse and light weapon properties.

## Oilskin Pouch

**Price** 5 gp; **Weight** 5 lb.

These pouches come in a variety of shapes and sizes, and are usually custom made to fit a weapon of a few specific items of gear. Items inside the oilskin pouch are protected from moisture and the dangers of rust.

## Paper Wing

**Price** 500 gp; **Weight** 10 lb.

The frame of this collapsible wing is covered with a strong yet lightweight paper, originally used in Kara-Tur for the construction of paper lanterns.

When assembled, the wing can be strapped onto your shoulders to allow you to glide. While wearing a paper wing you descend 60 feet per round and can move 15 feet laterally and take no damage from falling. In a moderate wind you must succeed on a Dexterity save of DC 16 each turn or fall 60 feet.

In a strong wind the DC of this

save increases to 22. You can't use a paper wing while wearing medium or heavy armor or while carrying more than half of your carrying capacity.

## Portable Hearth

**Price** 100 gp; **Weight** 4 lbs.

The portable hearth is nothing more than a single large slab of volcanic rock, but one that retains the heat of its original environment, preserved through secret alchemic processes, ensuring that it always remains at a consistently high temperature. It comes in a heavy duty leather bag and a granite insert that collectively weigh 10 lb. These items prevent the portable hearth from burning through the leather.

The portable hearth is so hot that it can be used to cook a meal, in a similar manner to an open fire, and is often used by adventurers who wish to cook a warm meal, but without the tell-tale light of an open flame.

## Razor-Barbed Arrows

**Price** 5 gp; **Weight** 2 lb.

These arrows cut deeply into the flesh of a creature as it moves, ensuring your next meal of venison doesn't escape. A creature that takes damage from a razor-barbed arrow takes 1d2 slashing damage each round at the start of its turn.



This damage ends if the creature receives any healing or is treated with a successful DC 8 Wisdom (Medicine) check. Razor-barbed arrows are sold in a quiver of 5 arrows.

### Salt of Air

**Price** 50 gp; **Weight** —

These alchemically prepared crystals, when chewed, provide enough air for 1 minute of breathing. Speaking or opening the mouth ends the duration immediately.

### Shadowform Goggles

**Price** 200 gp; **Weight** 1 lb.

These alchemically treated goggles sharpen the focus of the wearer in dim light conditions, allowing them to better discern

shadowy forms. The wearer has advantage on Wisdom (Perception) checks in dim light to discern objects or creatures of shadow.

### Shadow Lantern

**Price** 10 gp;

**Weight** 10 lbs.

The shadow lantern was invented in Zhentil Keep by a now-forgotten thieves' guild, and looks to all appearances to be a normal bullseye lantern, just with a few additional panels. These panels and mirrors are exactly what makes the shadow lantern stand out from its contemporaries as it is specifically designed to resemble them in most ways, so as to not arouse suspicion from any guards.

When lit, the shadow lanterns emits a 60-foot cone of darkness, lowering the lighting levels in the area within the cone by 2 levels (taking bright light to darkness). For the next 60 feet, it lowers the lighting levels by 1 (taking bright light to dim light, and dim light to darkness). Once lit, it burns for 6 hours on a flask (1 pint) of oil. The shadow lantern has no effect on areas that are already in darkness.

This is often used by rich nobles wishing to avoid the bright glare of the sun in some of the southerly countries, such as Unther and Mulhorand, as these provide pleasant shading that might not otherwise be available.

**Aurora's Note:** It should be noted that the shadow lantern is illegal in many countries, and restricted in several more. Please check with the assistant at the counter in your local store to see if this particular item is available. Aurora's holds no responsibility for any actions taken while in possession of one of these lanterns.

## Storm Goggles

**Price** 50 gp; **Weight** 1 lb.

These strong, leatherbound lenses are the best protection against driving rain, such as a summer monsoon. They have been magically treated to prevent fogging and the buildup of grime, ensuring your view is always crystal clear.

## Waternet

**Price** 1 sp; **Weight** 3 lb.

This square oilskin is tied between four trees during a good rain. A small hole in the centre funnels the water into canteens or water barrels placed beneath.

## Weapon Blanch — Alchemical Silver

**Price** 100 gp; **Weight** 1/2 lb.

This fine silver powder can be coated over a metal weapon and then flame-treated to allow the weapon to bypass the damage immunity of a lycanthrope. This weapon blanch can't be applied to non-metallic weapons or ammunition.

The blanch loses its effectiveness after the first time the weapon does damage. One dose of weapon blanch is enough to coat one weapon or 10 pieces of ammunition.

## Weapon Blanch — Ghost Crystals

**Price** 200; **Weight** 1/2 lb.

This coarse powder contains ectoplasmic matter from incorporeal undead. When spread over a weapon's surface and heated over a flame, the salt bonds to the weapons surface. The weapon can do full damage to incorporeal creatures, bypassing their damage immunities. The blanch loses its effectiveness after the first time the weapon does damage. One dose of weapon blanch is enough to coat one weapon or 10 pieces of ammunition.

## Wire Saw

Price 5 gp; Weight —

This lightweight wire can be fastened to a bow made from a flexible branch, creating a small bow saw. Makes short work of logs and can be coiled and stored in a belt pouch.

## Survival Equipment

Item	Cost	Weight
Beekeeper's Suit	20 gp	20 lbs.
Bitter Blanche	100 gp	1 lb.
Falconhand's Guide to the Flora of Faerûn	200 gp	2 lb.
Glow Stones	5 sp	—
Hawker's Glove	5 sp	1 lb.
Machete	2 gp	2 lb.
Oilskin Pouch	5 gp	5 lb.
Paper Wing	500 gp	10 lb.
Portable Hearth	100 gp	4 lbs.
Razor-Barbed Arrows	5 gp	2 lb.
Salt of Air	50 gp	—
Shadowform Goggles	200 gp	1 lb.
Shadow Lantern	10 gp	10 lbs.
Storm Goggles	50 gp	1 lb.
Waternet	1 sp	3 lb.
Weapon Blanch		
Alchemical Silver	100 gp	1/2 lb.
Ghost Crystals	200 gp	1/2 lb.
Wire Saw	5 gp	
Wire Saw	5 gp	—

## Games and Toys

We stock some of the finest toys and games, from exquisite clockwork toys created by the most skilled rock gnomes to enchanted fireworks from Kara-Tur.

### Barrel Hoop

**Price** 1 cp; **Weight** 2 lbs.

The barrel hoop is a simple toy, good for outdoor activities for kids in the summer months. Usually crafted from a cast iron band, our dwarven craftsmen have created these barrel hoops with rounded edges to prevent injury to the little ones during play. Within this set, you'll get two hoops and two 2-foot poles, so that your kids can race each other, sending these hoops hurtling along at great speeds.

children everywhere.

**Aurora's Note:** The animation process is not permanent, and the magic will fade if the chocolate is not consumed within 5 days of being removed from the paper wrapping. Please also note that the mighty roar is inaudible, as test have proven that the audible version scares children. The animated version is also slightly more expensive at 2 silver pieces.

### Clockwork Toy

**Price** 20 gp; **Weight** 1 lb.

This clockwork toy is made from copper and brass, and represents a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When the toy is wound and placed on the ground using an action, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. The toy stops moving after 1d6 turns.

### Chocolate Dragon

**Price** 2 cp; **Weight** 1 lb.

Chocolate dragons originate from Amn, where the import of cocoa from Maztica was used to create these sweet delicacies. The chocolate is wrought into one-foot-tall dragons, and wrapped in delicate paper to ensure that they stay fresh for as long as possible.

The best of these are selected for an animation process, where the dragon will animate when opened from the paper wrapping, extending its wings and issuing a mighty roar, to the delight of

## Creature Clay

**Price** 50 gp; **Weight** 1 lb.

This dark red clay can be formed into any shape but has the most surprising effect when shaped into a creature. As the clay's magic takes effect, the clay grows scales, hair, horns, or other features, then animates for a minute before reverting back to clay.

To mould the likeness of a creature out of creature clay, make a Dexterity skill check. The DC is equal to  $8 +$  the monster's challenge rating (minimum 9). If you fail this check by 5 or more, then the creature clay takes on the appearance of a vastly different creature than that intended.

## Digby's Disturbing Doll

**Price** 100 gp; **Weight** 2 lb.



This beautifully crafted doll changes its facial expressions when no one is looking, making it seem quite creepy. The doll is utterly harmless, however.

## Fairy Palace

**Price** 250 gp; **Weight** 5 lb.

This miniature palace forms part of a glass-sealed terrarium. Inside, tiny fairy motes fly about, creating a magical scene that elicits feelings of calm tranquility. The fairy palace needs only limited maintenance, but must be kept out of direct sunlight. A shady spot is best. Larger, more opulent fairy palaces are made-to-order. Please note that the fairy palace does not contain any real fairies.

## Fire Poppers

**Price** 4 sp; **Weight** —

These small fireworks pop and

spark when thrown against a hard surface. They are not harmful, though small children seem to enjoy terrorising small animals with them. The pop they give off is of a moderate volume. Fire poppers come in a box of 20 to 30 fire poppers.

## Fizzle Sticks

**Price** 5 sp; **Weight** —

When lit, these thin sticks spark and fizz in a multitude of colors for a few seconds. They are not harmful and don't give off significant light. They are sold by the box, and each box contains 10 fizzle sticks.

## Forsythe's Fungal Choir

**Price** 40 gp; **Weight** 2 lb.

This miniature mushroom garden consists of magically altered miniaturized shriekers that sing a soothing lullaby. The volume of the choir is low, but there is no way to silence them. The garden must be watered and maintained, or the lullaby changes to an angry discordant cacophony.

## Music Box

**Price** 20 gp; **Weight** 2 lb.

This beautifully carved music box is finished in brass. When opened, it plays a single song

at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

## Paper Fish

**Price** 1 gp; **Weight** —

These thin paper fish swim through the air when released from their envelope. Each envelope contains three small fish, two large fish, and a paper grindylow, seahorse, shark, or mermaid. Paper fish swim around indefinitely, but are destroyed by a moderate wind or stronger.

## Scrimshaw Figurines

### - Heroes and Villains of Faerûn

**Price** 4 gp; **Weight** —

These scrimshaw figurines are expertly carved to represent some of the greatest heroes and most dastardly villains from Faerûn's history. Standing about 2 inches high, they are made from the finest scrimshaw trout bone from Icewind Dale and are highly collectable. Many hobbyists enjoy painting these figurines too.

## **Games and Toys**

<b>Item</b>	<b>Cost</b>	<b>Weight</b>
Barrel-hoop	1 cp	2 lbs.
Clockwork Toy	20 gp	1 lb.
Creature Clay	50 gp	1 lb.
Digby's Disturbing Doll	100 gp	2 lb.
Fairy Palace	250 gp	5 lb.
Fire Poppers	4 sp	—
Forsythe's Fungal Choir	40 gp	2 lb.
Fizzle Sticks	5 sp	—
Music Box	20 gp	2 lb.
Paper Fish	1 gp	—
Scrimshaw Figurines	4 gp	—



## **Minor Magical Marvels**

Magical swords, rings, and capes are the treasures of heroes and great wizards. Now you can impress your friends and family with a minor magical marvel of your own. Choose from our vast range of inexpensive magical items, and start building your own enchanted treasure horde today.

### **Bottled Laughter**

**Price** 20 gp; **Weight** —

This squat pottery jar is shaped like a fat man's belly, with the mouth of the jar resembling his laughing mouth. Whenever the jar is opened the sound of laughter emanates from within. The laughter ends when the bottle is sealed. The laughter is of a moderate volume. If the bottle is shattered, the laughter escapes. It is heard for 3 rounds and then disappears.

### **Bottled Winter**

**Price** 20 gp; **Weight** —

Cool down this summer with your very own winter flurry. When the stopper of this frosted-glass bottle is opened, a small, harmless flurry escapes from within and begins covering a 30-foot area in a thin layer of fresh snow. The flurry lasts for 10 minutes or until the bottle is sealed. This item can be used once per day.

### **Caged Impling**

**Price** 100 gp; **Weight** 1/2 lb.

Pouch-sized oddities, these

small cages contain an imp-like creature that continually babbles obscenities at its owner, in Abyssal. Thankfully, each cage includes a cover that can be closed to keep the imp silent. The imp does not need to be fed or watered.

### **Rainbow Salt**

**Price** 1 sp; **Weight** 1 lb.

This coarse salt gradually shifts through the full spectrum of the rainbow. Unfortunately it still just tastes like salt. Rainbow salt comes in a small sack containing enough for a month's supply for one adventurer.

### **Stolen Memory**

#### **Mirror**

**Price** 20 gp; **Weight** 1 lb.

This simple, silver plated mirror shows random and disjointed memories from a vast range of creatures. The memories are short, incoherent, and meaningless glimpses, and it is unlikely that you can learn anything of value from watching the memo-

ries play out on the mirror's surface. Smashing the mirror destroys the memories held within.

## Shifting Brooch

**Price** 200 gp; **Weight** —

This brooch is made of carved stone, bone, or wood. Each morning, at sunrise, it randomly transforms to symbolize an organization, guild, or faction, as determined by a d20 and the DM:

#	Result
1	Unpopular local guild
2	Unpopular minor local deity or faith
3	Unpopular minor local deity or faith.
4	Unpopular major local deity or faith.
5	Unpopular minor local family
6	Unpopular major local family
7	Unpopular local nobility
8	Popular local guild
9	Popular minor local deity or faith
10	Popular major local deity or faith.
11	Popular minor local family.
12	Popular major local family.
13	Popular local nobility.
14	The Order of the Gauntlet.
15	The Emerald Enclave.
16	The Lords' Alliance.
17	The Cult of the Dragon.
18	The Church of Ilmater.
19	The Red Wizards.
20	The Harpers.

## Shifting Shelf of Oddities

**Price** 100 gp; **Weight** 5 lb.

This mahogany shelf contains five random oddities, such as the skull of a creature, some feathers in a strange vase, a rare but worthless book, an odd looking statuette, or an organ floating in a jar of formaldehyde. Every 10 days one item on the shelf is magically replaced with a new oddity. Each oddity is unique but otherwise worthless.

Items can be removed or added to the shelf, but only the original items are affected by the shelf's magic. If an item is destroyed the magic does not cause it to be replaced.

## Shifting Cabinet of Oddities

**Price** 1,000 gp; **Weight** 50 lb.

This glass-fronted mahogany cabinet functions as a shifting shelf of oddities, except that it contains 20 oddities. The cabinet is lockable and comes with a key.

## Trick Flask

**Price** 1 sp; **Weight** 1 lb.

This apparently ordinary flask contains two separate compartments and a hidden lever for switching between the two. Although there is no real magic involved with

this item, it can easily fool your friends into thinking that it's enchanted. Simply fill one compartment with water, then flip the lever and fill the second compartment with whisky. Your friends will be amazed at your ability to transform water into something more exciting.

## Wondrous Pigment

**Price** 10 gp; **Weight** 1 oz.

Wondrous pigments are the tools of the master artisan. The pigments are created from flower extracts from flowers that have grown in magic rich areas, often those where the magic is volatile and unpredictable.

When cut and turned into paste and used to create a painting, the colors become extremely vivid and clear, enabling the artist to create life-like paintings. In fact, on these paintings, the scene takes on a life of its own, with the people depicted moving about on their own accord, and scenes unfolding as if you were watching the event, though careful observers will note that the people, animals, and so on that are part of the painting never actually leave or get replaced, though they do move about, seemingly at random.

**Aurora's Note:** Some claim that the people and scenes painted are a window into actual events and goings-on in the areas painted, i.e. a person whose portrait has been created, will see themselves age slowly as time goes by, and a picture of a street will show carts and people pass down it, as it would if you were watching the scene yourself.

## Minor Magical Marvels

Item	Cost	Weight
Bottled Laughter	20 gp	—
Bottled Winter	20 gp	—
Caged Impling	100 gp	1/2 lb.
Rainbow Salt	1 sp	1 lb.
Stolen Memory Mirror	20 gp	1 lb.
Shifting Brooch	200 gp	—
Shifting Shelf of Oddities	100 gp	5 lb.
Shifting Cabinet of Oddities	1,000 gp	50 lb.
Trick Flask	1 sp	1 lb.
Wondrous Pigment	10 gp	1 oz.

This is completely unsubstantiated, and while the wondrous pigments may indeed help a magic-user to create a painting of such an ability, the wondrous pigments themselves do not confer this ability.

## Cobbler's Corner

Select the very best footwear from our catalogue comprising the very best shoes from across Faerûn.

### Adjustable Heels

**Price** 15 gp; **Weight** 1 lb.

These leather ankle boots contain a hidden heel that can be ratcheted up or down, making the wearer appear taller than they actually are. The heels are adjustable from 1 to 6 inches in height.

### Climbing Boots

**Price** 5 gp; **Weight** 3 lb.

These soft leather boots were created in Everlund, by the loggers who frequent the northern reaches of the High Forest, so that they could more easily clear the tops of the trees that were likely to snag when they were cut down.

The boots are made from soft, tight fitting, leather, but with a solid sole of wood. The wooden soles have metallic claws fitted on the inside, allowing a skilled user to climb wooden surfaces with relative ease, as the claws dig into the surface, and combined with the wooden sole, it provides a good foothold for the climber. This provides any climber with a +2 bonus to Strength (Athletics) checks when climbing a wooden surface.



## **Expedition Boots**

**Price 5 gp; Weight 5 lb.**

For the various hazards of nearly any environment, expedition boots are the answer! These calf-high, hard leather boots are ideal for various environs, and are ample protection from such things as wet feet up to a depth of 1 foot, snake bites, hot surfaces, and many more! We are endorsed by various militias and standing armies, and can guarantee you comfort on military campaigns in a great variety of locations. As always, ask us about our bulk discount! We also provide a steep discount on our children and halfling sizes.

Aurora:s Note: Due to our contracts with various standing armies, we are unable to disclose which armies may or may not be using our footwear. But please ask us, and we will provide our anonymously submitted feedback showing our expedition boots to be the most popular of all our footwear products!

## **Frog Sandals**

**Price 15 sp; Weight 1 lb.**

These sandals are made of oiled leather and resemble a frog's webbed feet. You gain a +2 bonus on Strength (Athletics) checks for the purpose of swimming. The shoes are difficult to move in on land. Whenever you move more than 10 feet over land during a round, you must succeed on a Dexterity (Acrobatics) check equal to  $10 + 2$  for every 5 feet moved during that round or fall prone.

## **Geta**

**Price 5 sp; Weight 1 lb.**

Common in Koryo, these wooden sandals have a raised wooden base to keep the wearer's feet out of puddles. They are particularly comfortable in summer.

## **Gnomish Runners**

**Price 20 gp; Weight 1 lb.**

These fancily decorated shoes contain wheels hidden within their souls which can be extended and locked into place. While activated in this way, gnomish runners increase your speed by 10 feet. Gnomish

runners only work on a smooth surface, and decrease your speed by 15 feet on surfaces that are rough.

## Smuggler's Boots

**Price** 20 gp; **Weight** 1 lb.

These sturdy leather boots have hollow compartments in the heels for storing small items, such as rings or coins. A hidden fold along the thigh allows you to hide documents or scrolls. Any creature searching your boots for an item hidden inside does so with disadvantage.

## Thunder Shoes

**Price** 35 gp; **Weight** 1 lb.

These shoes contain a geared mechanism in the sole that amplifies the sound they make when striking the ground. Apart from attracting attention, they make the wearer sound much larger and heavier than they truly are. You gain a +2 bonus on Charisma (Intimidation) checks made against a creature that can hear you but not see you and that is the same size as you or smaller.

## Cobbler's Corner

Item	Cost	Weight
Climbing Boots	5 gp	3 lbs.
Expedition Boots	5 gp	5 lb.
Hat of Insect Bane	4 sp	1/2 lb.
Insect Netting	2 sp	1/8 lb.
Jungle Clothes	6 sp	2 lb.
Magnetic Compass	2 gp	1/2 lb.
Preservation Case	10 gp	5 lb.

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5TH EDITION DUNGONS & DRAGONS

# FORGOTTEN REALMS

## Aurora's Whole Realms Summer Catalogue

Welcome to Aurora's!

It's the warm season, and as with every year, we come out with something new!

This year, we introduce you to the new Aurora's Whole Realms Summer Catalogue (soon to be followed by Autumn and Winter), where you can find this season's best offerings, such as Flash-Frozen fish—perfect for your next fishing trip—, Glacier stones for keeping your drinks cool, and This Years Summer Hat, for those with a fashion sense.

Come on into our stores, peruse our Catalogue, and don't forget to bring your purses, or you'll lose out on these "blink and you'll miss it" season's offerings!

